

D-001

Darkness

No range attacks; movement restricted to 1, only trigger MS when on adjacent squares.

Spell "Light" will cancel effects while in the tile

D-002

Webbing

Years of neglect has caused this room to be filled with thick webbing from floor to ceiling.

Movement costs 3 points per square, this also affects the special ability Flight

Webbing is removed from play after the first group exits the tile.

Mage Quest
Domain



Mage Quest
Domain



D-003

MageStone Vein

A vein of Mage Stone run through this tile.

Any spell, or any SA with the word "Magic" in it, will not work while in this tile.

D-004

Cave In

The roof collapses! Determine where the cave in occurs by rolling 2D6. First D6 is the Y and the second D6 is the X. Determine the spot it falls and place a rubble hindering terrain at the location. If a figure is in the same spot use the following

8

4

Mage Quest
Domain



Mage Quest
Domain

